



Riverside Park - Guild Entrance

Restrictions and Guidelines

- The OSE must have a Site-map showing how the event will be laid out.
- All sound checks must be conducted below 85 decibels.
- Any tape, rope, signs, wire or hangers which have been placed on the ground, buildings, columns, windows, poles, etc., will be completely removed after the event. If it is not, you will be charged out of your deposit.
- If cooking with oil, vendors must have something underneath the cooking area to prevent grease from accumulating on the surface/ground. If there is grease left behind, your event will have to power wash any surface left uncleaned.
- The venue must be cleaned and left the way you found it.

Tents:

- There are no stakes allowed at the park from tents, you must use water barrels.

Vehicles:

- All vehicles must have a permit. Make sure all staff/volunteers have pass from Parking Services in their car window before parking (even in front of hooded meters) or they will be ticketed if they do not follow standard procedures.
- Only vehicles allowed are those picking up or dropping off items during set up/take down. Organizers are required to develop a list of authorized vendors and a timetable that

illustrates arrival and departure times for vendors and provide it to the OSE.

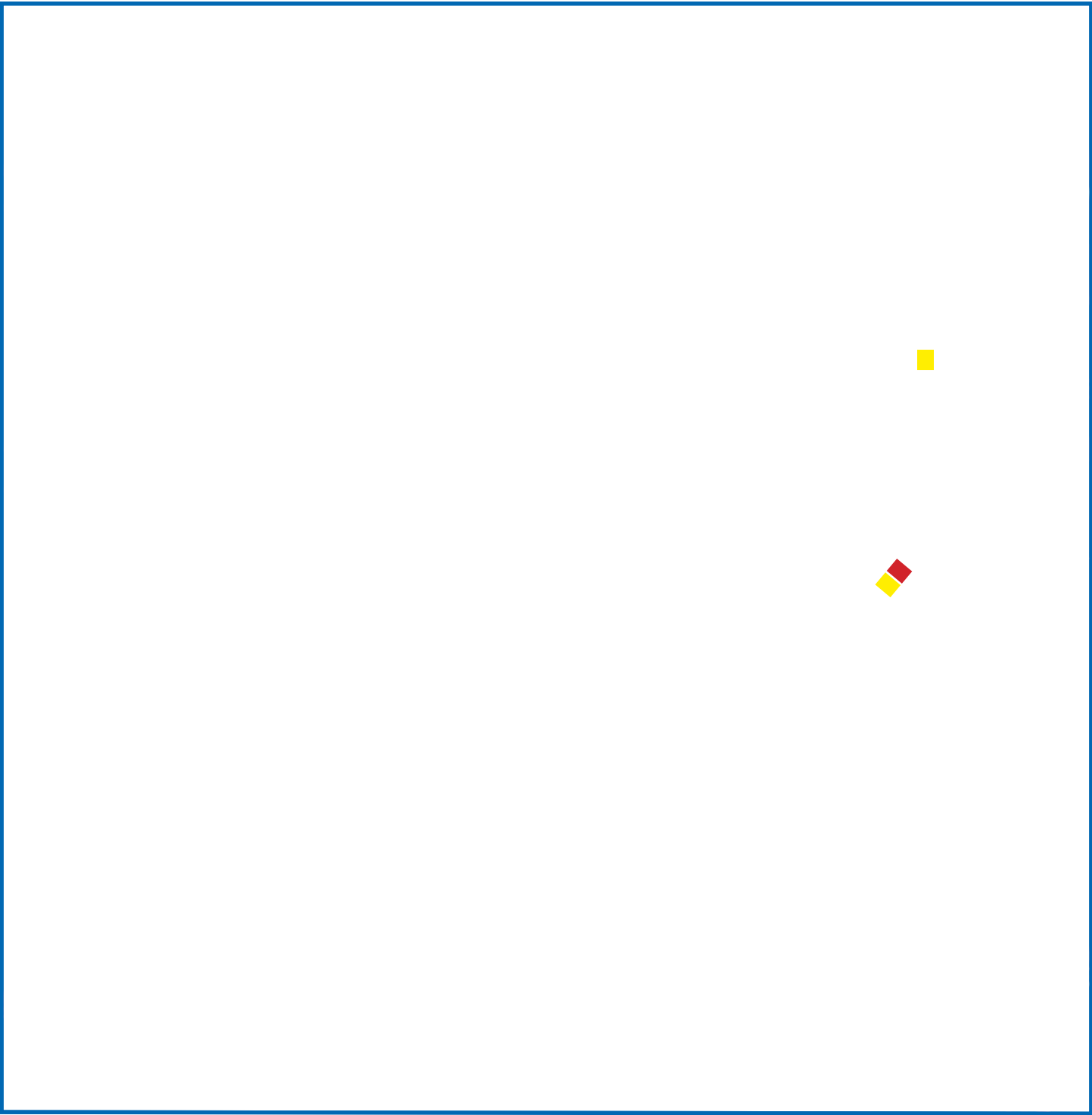
- Parking is available within the various lots near the Guild entrance all aligning the pond.

Electrical: (see map on back)

- There is 1-20 amp 110V and 1-50 amp 220V located on the telephone pole within the entrance near the pathway and 1-20 amp 110V on another pole on the opposite side of the entrance heading towards the pond.

*** All other rules still apply that are posted within the park**





20amp 110V



50amp 220V

We Make Things Happen

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